

MCOC Baseball – Minors Rules

Cal Ripken League rules are in effect, with the following exceptions and explanations.

Game:

Six innings, time limits supersede innings limits.

Weekday games – No new inning started after 1 hour 35 minutes.

Saturday games - No new inning started after 1 hour 45 minutes.

Seven runs per inning maximum, even the last inning. If multiple runners score on the last batter, only the seventh run counts. Mercy rule - 15 runs after three innings, 10 after four. Game is official after four innings (or mercy rule). Ties are ties. No reverting back to last inning. No extra innings unless there is enough time during regular season. If there is time and BOTH coaches agree to continue, a tie game may be extended. Winning coach turns in score. Please be accurate when turning in the scores. Home team provides game balls each game to the umpire.

Participation:

All players must be properly equipped (including athletic cup for male players).

9 or 10 players in the field. Agreed upon by coaches in that game.

All players bat in the lineup.

No player sits more than one inning in a row.

A player may play the entire game.

You may play a game with eight players.

If you are short players, you may substitute age-eligible players to fill out to nine players (properly equipped).

You cannot add players if you have nine ROSTER players available.

Substitute(s) must play in the outfield and bat last in the line-up.

No more than two substitutes in a game per team.

No substitute can substitute more than twice in a season. Remember that the idea is to allow for complete teams so that the games can be played, not to bring in a ringer to help win.

Missing player does NOT count as an out.

If you have seven or less players - game will be rescheduled - not forfeited - we are here to play, not obtain wins.

If a player is hurt or, for any reason, cannot continue, the team is not required to take an out for that batter, BUT that player cannot return to the lineup for the remainder of the game (as a fielder or batter) unless both coaches agree.

If a player is ejected, he cannot play in the next game.

Fielding:

No infield fly rule.

Fielders may not stand on top of or block a base unless they have the ball. Blocking the base is obstruction and will result in the runner being awarded that base and possibly another, at the discretion of the umpire.

Chatter is NOT allowed.

Catchers can catch no more than 4 innings per game. No player can pitch and catch in the same game.

Pitching:

Limit of three innings per game or 45 pitches (pitcher will be allowed to finish the batter when reaching 45th pitch).

Limit of a total combined pitching and catching of 4 innings per game. Double headers a player may catch again but only 3 innings. SAFETY!!!!

Home team is responsible for keeping pitch count. Those numbers are official.

A pitcher removed from that position may not return as a pitcher even if his 3 innings have not been completed.

Limit of 8 innings per week - Monday – Sunday.

One pitch in any inning constitutes an inning pitched.

If pitching three innings or a total of 45 pitches, pitcher must rest 2 FULL Calendar days before pitching again.

Balks - no balks will be called.

Hit batters - three per game per pitcher. Removal after third hit batter.

Hitting:

Thrown bat while batting - one warning, second time = an out.

No fake bunts. If a batter squares to bunt and swings, regardless of whether contact is made, he is out.

2 ¼ size bats are required. 1.15 BPF required.

Base Running:

Overthrows - live ball, not limited to one extra base.

Runner impeded on base path is awarded the next base.

Runner blocked from a base by a player without a ball in hand - awarded at least that base.

Physically aiding a runner = an out. You may yell and point, but may not touch.

A substitute runner can be put in for the catcher or pitcher ONLY when there are two outs AND they are catching or pitching the next inning. The substitute runner shall be the player that made the last out.

Runner may not leave the base until after the pitched ball crosses the plate or is hit.

Leaving the base early - one warning per team - second occurrence - the runner is out.

Runners may steal 2nd and 3rd base only.

Runners may not advance on a throw or overthrow from catcher to pitcher.

For a runner to advance, he/she must be moving forward, to the next base, when the catcher releases the ball to the pitcher. If the runner begins to advance after the catcher has released the ball, he/she must return to the base from which they started. (No delayed steals). If the runner is advancing before the catcher throws the ball to the pitcher, he/she is entitled to the next base (assuming they are not tagged out). Just throwing to the pitcher does not necessarily preclude the runner from advancing.

No dropped third strike rule. Dropped third strike = an out.

No head-first slides. Player may dive back to a base head-first.

Runner may not intentionally knock down a fielder with the ball in hand - if so, runner is out.

You may not steal home unless:

The catcher throws the ball to third base with a runner on third base.

The catcher throws the ball to second base with a runner on third base.

The catcher throws the ball to first base with a runner on third base to pick runner off.

The catcher overthrows the ball to second or third base - the runner may continue to advance home. If the runner is stealing second and the throw goes to second, the runner may continue to advance until the ball is returned to the pitcher, on or near the pitcher's mound.

Coaching:

Foul language = ejection. If heard by a coach or Optimist member anywhere on the playing field.

Discussions and arguments with coaches and umpires should be away from the kids.

Only the head coach may address the umpire. If more than one coach approaches or addresses the umpire, the umpire may eject one of the coaches.

If a coach is ejected he/she will be required to leave the park immediately.  The coach will be suspended from coaching and cannot attend the next two games.  If he/she is ejected for the second time, he/she will be suspended for the rest of the season.  The coach must meet with the MCOC Board to determine if his/her coaching privileges will be reinstated.

Coaches and scorekeeper ONLY in the dugout. No parents, no siblings, no friends.

Coaches must remain in the dugout during live play or on a bucket at the opening of the dugout.

Miscellaneous:

Thrown bat or helmet after an out - one warning. Second time = ejection.

If the thrown bat or helmet strikes another person = immediate ejection.

Parents harassing coaches, kids, or umpires are subject to ejection.

Playoff tiebreakers will be as follows to determine seeding:

1. Overall Record

2. Head to Head (if more than two teams the highest winning% among teams in head to head games between those teams involved in the tie will get the highest seed and on down the line).

3. Strength of victories (your teams number would be calculated as follows, 9pts for defeating 1st place team, 8pts for defeating 2nd place, etc.) Higher number wins tiebreaker.

4. Random # generator or coin flips.

The rules may be amended from time to time.